

Fruit Box Boost



Main Screen

The game can be played either with the mechanical buttons or with the buttons on the touch screen (if available), or a combination of both.

Buttons

MAX BET
AUTOPLAY
-/+ BET

- Selects the maximum bet
- Starts a game automatically
- For changing the bet



START

- Starts the game



EXIT

- Exits the game



HELP

- Shows the help menu



SOUND

- Adjusts the sound of the game



SETTINGS

- Shows the setting menu

After pressing the settings button:



LANGUAGE

- Changes the language



TURBO

- Press to enable / disable the turbo mode



The following values are displayed onscreen

CREDIT

- Display the credit

LINES

- Shows the lines

BET

- Displays the bet

Toolbar



1

2

1

- Displays the current time

2

- Shows the ID of the played game

Due to the varying configurations and versions, deviations between the displays or button assignments and this manual can occur.

The Game

After the desired stakes have been chosen the game is started with *START*. After the reel run the achieved winning combination is displayed among others by illuminated win lines and the win is added to the credit.

After the achieved wins have been added to the credit, bets can be placed anew.

The win plan respectively the onscreen help can be displayed at anytime by pressing the *HELP* button (or in this case win plan).

By a click on the symbols on the reels the player can get information regarding possible wins with a sufficiently great amount of the respective symbols.

Help - Menu

The help menu opens when pressing the *HELP* button. This has its own button panel.

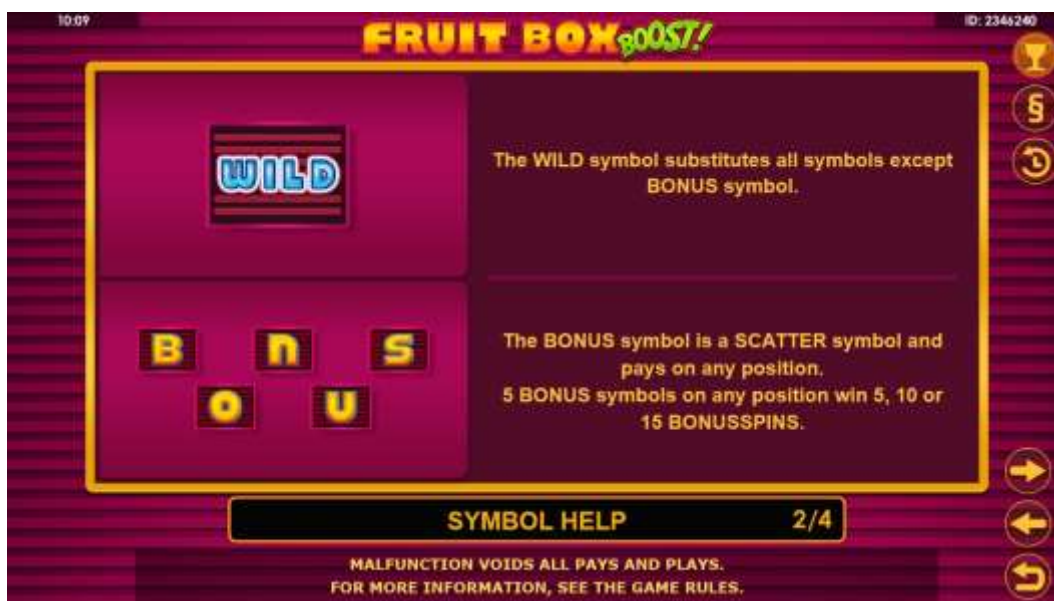
PREVIOUS PAGE	-	To switch to the previous page
NEXT PAGE	-	To switch to the next page
RETURN TO GAME	-	To continue the game

FRUIT BOX BOOST!		
BAR 5. 500 4. 100 3. 25	7 5. 1000 4. 200 3. 50	 5. 400 4. 80 3. 20
 5. 300 4. 60 3. 15	 5. 200 4. 40 3. 10	 5. 200 4. 40 3. 10
 5. 100 4. 20 3. 5	BONUS 5. 100	 5. 100 4. 20 3. 5
MALFUNCTION VOIDS ALL PAYS AND PLAYS. FOR MORE INFORMATION, SEE THE GAME RULES.		

Paytable



Help Screen 1



Help Screen 2



Help Screen 3



Help Screen 4

Game Rules

In this section the rules of the game are shown.



Game rules

History

Each played game session is listed here.



History

Bonusspins

5 Bonus symbols on any position win 5, 10 or 15 Bonusspins.

At the beginning of the Bonus the amount of Bonusspins is randomly selected on the Bonus Wheel.

If the Bonus Wheel stops on the Multiplier field, the Multiplier is increased (x1, x2, x3, x5, x10) and the Bonus Wheel is spun again until it stops on another field.

The Multiplier field is deactivated on the Bonus Wheel when the Multiplier reached x10. The Multiplier is applied to all wins within the Bonus.



Bonus Wheel

During the Bonus a letter of the word B-O-N-U-S is illuminated as soon as the corresponding Bonus symbol stops on any position.

If, at the end of the Bonusspins, all five B-O-N-U-S letters have been collected, an additional Bonus Wheel will be awarded.



Bonusspins